

Persona 6 (Imagining Project) - Story



Persona 6: Imagining Project is a massive fan project that was creating art, music and remixes for the then unannounced Japanese Roleplaying Game "Persona 6". It is similar to ATLUSxP5's **Persona 5: Imagining Project** and a fan sequel to the **Persona 5** we've all come to know. It is also a competitor to **Persona 4**.

It takes place in the Tokyo suburbs of Setagaya and follows a high school student known as **Ari Takayama** (a regular exchange student like in Persona 4), along with his little sister who transfer to a new high school while their mother works overseas. Ari experiences a mysterious mental disorder that causes him to have hallucinations. He and other students awaken to a special power, becoming a group known as **APS (The Anti-Phantom Squad)**. They explore the Nightmare world, a place of things that are unreal. Just like the previous games, the party battles enemies known as shadows using physical manifestations of their psyche known as their **Personas**.

The Prologue and middle parts of the story are set in high school while the Epilogue is set in college. The Prologue begins with the Protagonist and his little sister arriving by a subway train to their new home for one year. Then they arrive at a quiet neighborhood and are met with their grandparents, **Keiichi and Uta Furukawa**. They attend their first day at their new school, **Akinokaze Academy**. First, they meet their new school's principal, **Azusa Ryujin** and the homeroom teacher, **Benjiro Nishi** who are both hated by the students. Ari meets a brown haired

guy named **Dai Bushida** who is the male friend/party member in the story. He's transferred to Akinokaze Academy a year prior and is also a trouble maker. He happens to give Ari tips on how to make the most of his time at the new school. Ari also runs into a girl named **Hana Chisaka** who will be his canon love interest in the story. She's popular in school and it's rumored that she lives in the same neighborhood as the Protagonist. After a successful first day, Ari promises to head to Dai's house and while doing so, he notices people around town acting strange and asks Dai what's up with everyone. Turns out that the town is "haunted" and people are having crazy nightmares and getting no sleep, causing a lot of accidents around town. When Dai starts having the nightmares, the duo decide to try a ritual they found on the internet and they somehow manage to enter the **Nightmare World**. There, they meet a rabbit-like creature named **Bonny**, who will be the mascot in the story. He later explains that he has been protecting the world's life for almost thousands of years, by holding back the shadows. They have intended to plague the entire world with the same mental illness that the Protagonist has, that will spread and affect all life that crosses its path. Bonny was born in the Nightmare World to be a shield of humanity. They awaken to their Persona abilities, realizing that the shadows are in fact feeding off of people's fears, beings native to the Nightmare World and are able to rescue several would-be victims. Dai, Hana, Aiko, Kaito, Rina, Hex, and Bonny one by one would come to face the fears of their psyche that they are afraid of. The concept plays similar to Persona 4's where each party member faces one's self, such as reaching out to the truth of who you really are.